



TRICKSTER

HOME BREW

ARCANE TRADITION

CAIO MOURIZ

BOOKS



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TRICKSTER – WIZARD ARCANES TRADITION

In “a game that I can’t name here because of copy-rights”, the Trickster emerges as a formidable support vocation, wielding the unique Censer to manipulate illusions amidst battle. This advanced class specializes in deceiving enemies, diverting their attacks, and empowering allies. By conjuring illusions through the Censer’s smoke, Tricksters sow chaos among enemy ranks, compelling foes to turn against one another. Additionally, they cloak allies in smoke, granting them cover and enhancing their combat prowess. With their mastery of deception and tactical cunning, Tricksters are indispensable assets on the battlefield, capable of turning the tide of any conflict in their favor.

WHY NOT CLERIC?

The cleric already has the Trickery Domain and thus adding another domain with the same mechanics would be repetitive and restraining. This way, you have a variation for wizards that are able to cause distractions, be a support, and even throw a few hits with his censer once and a while.

FEATURES

| Wizard Level | Feature |
|--------------|------------------------|
| 2nd | Censer, Aromatic Rally |
| 3rd | Effigial Incense |
| 5th | Sweeping Shroud |
| 10th | Beveiling Fumes |
| 14th | Espial Incense |

CENSER

Upon reaching 2nd level, you discover that using incense to cast your spells is much easier when utilizing a censer. The censer possesses the following properties:

- It functions as a component pouch for incenses.
- When you light the censer to copy spells into your spellbook, the time required to transcribe a spell equals 2 minutes per spell level.

The censer can also serve as both a ranged and melee weapon. Its statistics are provided in the items section of this book.

A wizard must first synchronize with their censer to cast spells using it. To do so, you must attune to your censer. If you change your censer, you must first end the previous attunement and then attune to the new censer. You can only have one censer attuned at a time.

AROMATIC RALLY

Starting at 2nd level, once per day, you can utilize your censer to diffuse a special incense in a 15-foot-radius sphere. This incense boosts the offensive capabilities of allies within its radius, granting them a +2 bonus to all attack rolls for the next 5 turns. Additionally, affected allies can continue fighting even if their hit points reach 0. After this effect ends, any affected allies with less than 0 hit points immediately fall unconscious and must make death saving throws to stabilize. You can use this ability more times as you gain levels. At 5th lev-

el, you can use it twice, and at 7th level, three times.

EFFIGIAL INCENSE

Upon reaching 3rd level, using your censer, you can cast the Mirror Image spell once per day without expending a spell slot. At 5th level, you can cast it twice per day, and at 7th level, thrice per day.

SWEEPING SHROUD

At 5th level, once per day, you can diffuse smoke in a 20-foot cube centered on yourself, attracting the attention of any targets the smoke touches. Affected targets must succeed on a Wisdom saving throw or be deceived. If Effigial Incense has been used prior to this ability, targets will focus on the illusory Mirror Images instead. The smoke lasts for 10 minutes.

BEVEILING FUMES

At 10th level you can swing the censer, engulfing targets in a 20-foot-radius sphere on dark magical smoke. Targets within this area have disadvantage on all checks. This magical darkness spreads around corners. A creature with darkvision cannot see through this darkness, and nonmagical light cannot illuminate it. You can use this ability once per day at 10th level, twice per day at 14th level, and thrice per day at 17th level.

ESPIAL INCENSE

Upon reaching 14th level, once per day, you can detach your spirit from its physical form by inhaling a peculiar incense. Your spirit can move at twice your movement speed as if flying in the ethereal plane. The spirit shares your hit points and AC but can only be attacked by magical weapons and spells. Additionally, it can only cast spells that require no material components, and it can use any equipment or items while in spirit form. If the spirit's hit points are reduced to zero, it is forcibly pulled back to your body on the physical plane with zero hit points.

UNIQUE SPELLS

The only way a Wizard has to obtain these spells is by joining the Trickster Order or copying them to your own spellbook. A Sorcerer can learn these spells if they see them being cast and be successful in an Intelligence check with DC equal to the caster spell casting DC.

FICKLE FLOOR

Illusion Cantrip

Casting Time: 1 Action

Range: 30 ft.

Components: S, M (Sandalwood incense)

Duration: 1 Minute

You conjure an illusory platform that can be set in places without footholds, such as in mid-air. Can be used to entice hostile targets toward an unexpected fall. Anyone who sees it and is not warned about being an illusion must make a wisdom saving throw in order to not fall for the illusion.

SCENTED ALARUM

1st Level Illusion

Casting Time: 1 Action

Range: Self (60 ft. cube)

Components: V, S, M (Cinnamon incense)

Duration: 1 Minute

A thin and good scented smoke envelops the caster. They can now detect any hostile targets in a 60 ft cube.



Art: Copilot

MENDING VAPOR

2nd Level Illusion

Casting Time: 1 Action

Range: Touch

Components: V, S, M (Frankincense incense)

Duration: Instantaneous

As you slowly use your censer and touch a small or medium object, no bigger than a 5ft cube, it magically repairs any physical damages on it.

This spell can't repair a magic item, if tried, the item will be restored, but the spell can't restore magic to such an object.

DRAGON'S DELUSION

6th Level Illusion

Casting Time: 1 Action

Range: 120 ft.

Components: V, S, M (a lodestone and lavender incense)

Duration: 10 minutes (until dispelled)

You create the image of an adult dragon of the color you desire, no bigger than 30 ft. The image appears at a spot that you can see within range and lasts until dispelled, without requiring your concentration.

It seems completely real, including sounds, smells, and temperature appropriate to the respective dragon. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench), but it instills anyone near with fear and even causes them to trip or flee. If they are successful in a Wisdom saving throw, they do not get the Frightened condition.

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC

REVERSED EVIL

8th level Illusion

Casting Time: 1 Action

Range: 150 ft. Sphere

Components: V, S, M (A synched censer, coconut incense and ruby dust worth at least 1,000 gp)

Duration: 10 minutes

A wide-area spell that targets opponents and allies alike without discrimination and without exception. A pink mist is generated and inverts the perception of all enemies and/or allies within the range, with the caster being the sole person unaffected. As a result, everyone mistakes allies for enemies for the duration of the spell.

A Wisdom Saving Throw ignores the effect, but it does not mean you will not be attacked by others in the area. Starting or ending your turn in the area requires a new Wisdom Saving Throw.

CENSER

COPPER CENSER

Common (Weapon, Censer)

Damage: 1d6

Damage Type: bludgeoning

Properties: Melee and Ranged (range 5/15)

Weight: 1 lb

Price: 25 gp

A basic Censer made of copper with intricate symbols on it.

You can spend one action to ignite the censer, in that case, it also causes an extra 1d4 of fire damage.

SILVER CENSER

Uncommon (Weapon, Censer)

Damage: 1d6

Damage Type: bludgeoning

Properties: Melee and Ranged (range 5/15)

Weight: 1.6 lb

Price: 150 gp

A Censer made of silver with intricate symbols on it.

Undeads, Lycanthropes, Wights and wraiths take 1d6 extra damage when hit with a silver censer.

You can spend one action to ignite the censer, in that case, it also causes an extra 1d4 of fire damage.

If you ignite the censer and hit one of the creatures above, both of the extra damages is added.

ACHROMIC REVERIE CENSER

Rare (Weapon, Censer)

Damage: 1d6

Damage Type: bludgeoning

Properties: Melee and Ranged (range 5/15)

Weight: 1.6 lb

Price: 250 gp

A censer with an array of cruel spikes at its base. Specially crafted to emit smoke more efficiently. You have +2 to attack with this censer.

You can spend one action to ignite the censer, in that case, it also causes an extra 1d4 of fire damage.

BEWITCHING BALM CENSER

Rare (Weapon, Censer)

Damage: 1d4

Damage Type: bludgeoning

Properties: Melee and Ranged (range 5/15)

Weight: 1 lb

Price: 280 gp

A censer of minimal function, unsuited to delivering blunt strikes.

Once per day, you can store one spell of your choice up to 2nd level in this censer like it was you spell-book. The spell casted this way does not consumes a spell slot.

You can spend one action to ignite the censer, in that case, it also causes an extra 1d4 of fire damage.

DRAGONSWAIL LITANY

Rare (Weapon, Censer)

Damage: 1d8

Damage Type: bludgeoning

Properties: Melee and Ranged (range 5/15)

Weight: 2 lb

Price: 500 gp

A censer fashioned in the red dragon's aspect. The scaly engravings serve to direct the smoke to follow the wielder's movements with uncanny accuracy

You have +3 to attack with this censer.

You can spend one action to ignite the censer, in that case, it also causes an extra 1d6 of fire damage.

REDOLENT WHISPER

Rare (Weapon, Censer)

Damage: 1d6

Damage Type: bludgeoning

Properties: Melee and Ranged (range 5/15)

Weight: 2 lb

Price: 400 gp

A censer of elaborate make, with a complex design of contrasting diameters. Shrouds its environs in a perfumed haze that enthralls those who breathe it in.

Creatures who inhale the smoke emitted by the Redolent Whisper have a chance to be charmed for 1 minute.

The target hit by this censer needs to make an Wisdom saving throw and fail in order to be charmed.

You can spend one action to ignite the censer, in that case, it also causes an extra 1d6 of fire damage.

RESONANT HYMN

Legendary (Weapon, Censer)

Damage: 1d10

Damage Type: bludgeoning

Properties: Melee and Ranged (range 5/15)

Weight: 2 lb

Price: 2150 gp

A censer wrought of pure gold and silver. The intricate design ensures a higher density of smoke is emitted

Creatures who inhale the smoke emitted by the Resonant Hymn have a chance to be paralyzed for 1 minute.

The target hit by this censer needs to make an Constitution saving throw and fail in order to be paralyzed.

You can spend one action to ignite the censer, in that case, it also causes an extra 1d6 of fire damage.

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